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ABSTRACT

The books listed in this annotated bibliography are tales of fantasy and have the elements of real magic, enchantment, an imaginary world, internal logic or laws, heroes, a quest, and good versus evil. Entries, listed alphabetically by author, include the title, publisher, date, price, and a brief description of the literary work. Lists of sources and of members of the fantasy booklist committee and an index to the titles are also provided. (JM)

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ED112388

FANTASY FOR YOUNG ADULTS
Young Adult Reviewers of Southern California

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FOREWORD

In this list we have tried for the most part to include only titles in print at this time, and to omit science fiction, ghost and horror stories, collections by various authors, and collections by one author unless short pieces were a major part of his work.

This list does not pretend to be complete, even for the authors whose works are included. These are books that we and our helpers have enjoyed--and think that you will enjoy, too.

The members of the
Fantasy Booklist Committee

WHAT IS FANTASY?

It must have these elements:

REAL MAGIC - a force that affects the lives and actions of all the creatures that inhabit the fantasist's world. It is a supernatural power consisting of acquired techniques and lore that must be developed or it will not be effective.

ENCHANTMENT - enchantment is not magic but the whole natural mode of being and action; it saturates the world.

IMAGINARY WORLD - this world may be remote and separate in time and place or superimposed upon our own (simultaneous or parallel worlds). It is medieval in its lack of machinery and gadgets and uses horses, swords and rural settings. It may be based on myth and legend rather than real magic.

INTERNAL LOGIC OR LAWS - the imaginary world is a world of law, not of wish. These laws may be different but they must be intelligible and inviolable. The story does not move as the result of irrational behavior or sudden whim.

HEROES - there are two types of heroes in fantasy:

The hero who is superior, courageous, honest, strong, and may possess supernatural powers

And the hero whose worth is concealed, the youngest, weakest, who succeeds where others fail.

THE QUEST - this is usually for a precious object and/or person to be found, possessed or married after a series of tests or tasks. A journey is usually involved.

GOOD VERSUS EVIL - the hero must overcome the evil ones in order to fulfill his destiny.

The overall purpose of fantasy is the delight of the reader, but the author may also use it to make serious comments on reality.

Excerpted by Mary Pietro and Elaine Zorbas from a paper by the Los Angeles County Public Library System, West San Gabriel Valley Region VII - Regional Meeting, March 15, 1973

Welcome To The Realms Of Fantasy

Adams, Richard

Watership Down. Macmillan, 1974. 6.95

Charming and absorbing fantasy reminiscent of Tolkien. A little band of rabbits encounters epic adventure as they try to found a new colony. Perhaps borderline as a magic tale - but too good to miss.

Alexander, Lloyd

The chronicles of Prydain:

The Book of Three. 1964. 3.59

The black cauldron. 1965. 3.95

The castle of Llyr. 1966. 3.67

Taran Wanderer. 1967. 4.50

The high king. 1968. 3.97 (Hardcover titles in print are published by Holt, Rinehart and Winston. All are published as paperbacks by Dell at .95).

Magical spells are woven from Welsh legend as Taran the assistant pig-keeper seeks himself in quests of adventure. Mr. Alexander makes his tale believable, though we find ourselves in the company of such oddities as oracular pigs, pseudo-wizards, and warrior-princes. Deeply moving; older readers should find it just as enjoyable as Tolkien's trilogy.

Anderson, Poul

The broken sword. 1954; Ballantine, 1973. 1.25

A grand heroic fantasy, rooted in the Norse sagas. In England during the Norse invasions, elf-folk replace a stolen baby with an evil changeling, thus bringing great sorrow upon both elves and men.

Anderson, Poul

Hrolf Kraki's saga. Ballantine, 1973. 1.25

This is a family saga of the type that has been used by the Norse peoples of prehistory to record by word of mouth a family's deeds.

Anderson, Poul

Operation Chaos. Doubleday, 1971. 5.95

Placed in present time but not in our reality; the unique marriage of werewolf and witch leads the couple into battle against all sorts of evils (a fire-breathing monster, alien invaders, and a romantic but foul spirit).

Anderson, Poul

Three hearts and three lions. 1961; Avon, 1970. .60

Holger Carlsen, a young Danish engineer, is whisked away from fighting the Nazis with the Danish underground to be reincarnated in the Middle World where his opponents are giants, trolls, witches, and warlocks, and his goal is to discover his own true identity. One of the first sword and sorcery novels.

Beagle, Peter

The last unicorn. Viking, 1968. 4.95; Ballantine, 1973. 1.25

A unicorn senses that she is the last of her species to exist, and is told that if she is brave she can find the others.

Bellairs, John

The face in the frost. Macmillan, 1969. 4.95

A humorous tale of two wizards who go on a search for an evil power which is finally dispelled by a square-noted spell that had never been good for anything.

Carter, Lin

Imaginary worlds. Ballantine, 1973. 1.25

This is a book about fantasy, the men who write it and how it is written. No one has ever written a book on fantasy before, and this is a must for everyone interested in the subject. It examines the rise of fantasy in the American pulp magazines and the works of modern masters, and knowledgeably explores the techniques of world-making. Lin Carter has edited and introduced many of the other titles on this list.

Chant, Joy

Red moon and black mountain. Ballantine, 1971. 1.25

The three Powell children are catapulted from the English countryside to another world, among nomadic tribesmen, where each child participates in a different way in the Final Battle between good and evil.

Cooper, Louise

The book of paradox. Delacorte, 1973. 5.95

Varka, wrongly punished for his beloved's death, must seek her in limbo, using the blank Book of Paradox, which gathers strange directions on the way.

Cooper, Susan

The dark is rising. Atheneum, 1973. 5.95

On his eleventh birthday, Will discovers that he is the last of the Old Ones; now he must find the six magical signs that will drive back the approaching horror of the Dark once again. This is the second in a five-part series to be called The Dark is Rising; the first is Over Sea, Under Stone.

Cooper, Susan

Over sea, under stone. Harcourt, Brace, Jovanovich, 1966. 3.75

The Drew children visit their wise, scholarly Great-Uncle Merry and discover an ancient map which

directs them "over sea, under stone" in search of the Grail. Others are searching, too - and in this story, good does not always win.

Dunsany, Edward J. M. D. Plunkett, Lord
The charwoman's shadow. 1926; Ballantine, 1973. 1.25
Young Ramon Alonzo seeks instruction by a magician, and (despite an old woman's warning) pays a heavy price: his shadow.

Dunsany, Edward J. M. D. Plunkett, Lord
The King of Elfland's daughter. 1924; Ballantine, 1969. 1.25
Princess Lirazel is wooed, married, and lost by a prince from the fields we know; a quest is undertaken to bring her back from Elfland.

Lord Dunsany has also written many melodious and frequently sinister short tales. Some tell of dragons and other traditional beings, others evoke the author's own strange cosmos with its gods and legends. Still others deal with intrusions of the marvellous into the dreary, polluted twentieth century.

Currently available in hard cover from the Books for Libraries Press are A Dreamer's Tales (1910, 1969, 8.75); Time and the Gods (1913, 1970, 9.75); The Book of Wonder (vol. 1, 1918, 10.50); and The Last Book of Wonder (1916, 1969, 9.00). Later editions are The Sword of Welleran (stories selected by the author - 1908; Devin-Adair, 1954, 4.95), and Gods, Men, and Ghosts (edited by E.F. Bleiler; Peter Smith, 5.00; paperback, Dover, 1972, 3.00). Two Ballantine paperbacks are Beyond the Fields We Know (1972, 1.25) and Over the Hills and Far Away (1974, 1.25).

Gardner, John

Grendel. Knopf, 1971. 5.95; large print, G. K. Hall, 1972. 6.95; paperback, Ballantine, 1972. .95

An enchanting tale describing the comic-tragic exploits of the brutal monster Grendel, who tells his version of the Beowulf legend. "I have eaten several priests," remarks this philosophical being. "They sit on the stomach like duck eggs."

Garner, Alan

The moon of Gomrath. Walck, 1967. 5.00

The oft uncontrollable powers of the Old Magic are summoned as the battle resumes between the emissaries of good and Morrigan, the evil shape-changing witch. This sequel to The Weirdstone is overpopulated with fantastical characters to the point of confusion.

Garner, Alan

The weirdstone of Brisingamen. Walck, 1969. 5.00

The powerful stone on a charm bracelet thrusts two children into the midst of a vital struggle between a legendary wizard and Nastrond the spirit of Evil. A brooding tale of enchantment rooted in the folklore of Cheshire.

Haiblum, Isidore

The tsaddick of the seven wonders. Ballantine, 1971. .95

The first Yiddish science fantasy novel is a hilarious tale about a wise tsaddick from a fifteenth-century Polish schtedl called Muddle, who leads a band of incompetents in trying to save the planet Gloffnick, otherwise known as Dirt or Earth.

Howard, Robert E.

The Hyborean saga (various Conan books by Robert E. Howard; additional material by L. Sprague de Camp, Lin Carter and Bjorn Nyborg). Early 1950's; Lancer, current. .95 or 1.25

Swashbuckling tales of an age between the sinking of Atlantis and the rise of modern civilizations. Most center about the life of Conan, a northern barbarian who fought his way to the throne of the most powerful kingdom of the time. Written during the early 1930's, these stories serve as the guide for most later "sword-and-sorcery" stories. Conan is a truly larger-than-life character.

Juster, Norton

The phantom tollbooth. Random House, 1961. 3.95; paperback, .95

Young Milo takes a mysterious toy tollbooth into an absurd kingdom where the mathemagician rules over the world of numbers and Azaz, the unabridged king of Dictionopolis, controls the realm of words. The kingdom has been divided ever since the princesses Rhyme and Reason were banished, and Milo sets out with his watchdog Tock to make things right. A bit didactic, but lovers of puns and word plays will appreciate.

Kendall, Carol

The Gammage cup. Harcourt, Brace, Jovanovich, 1959. 4.75; paperback, 1959. .65

In this wise and appealing satire, the land of the Minnipins - smug, ingrown, and dangerously conventional - is saved by a group of radical nonconformists from their warlike neighbors, the Mushrooms. Reminiscent of The Hobbit.

Kendall, Carol

The whisper of Glocken. Harcourt, Brace, Jovanovich, 1965. 3.95

In this sequel to The Gammage Cup, five Minnipins undertake a perilous quest into the arid, dangerous land beyond their safe valley, to discover why the Watercress River is running the wrong way.

Kurtz, Katherine

The Chronicles of the Deryni:

Deryni rising. Ballantine, 1970. .95

Deryni checkmate. Ballantine, 1972. 1.25

The high Deryni. Ballantine, 1973. 1.25

The setting is Gwynedd, a world reminiscent of ninth-century Wales. The Deryni, a quasi-mortal race of sorcerers, have been anathema for centuries, but have hopes of acceptance when young King Kelson battles against evil powers and fanatical priests.

La Motte-Fouque, Friedrich H. K. de

Undine. Retold by Gertrude C. Schwebell; illus. by Eros Keith. Simon and Schuster, text c1957, illustrations c1971. 4.95

A short German tale written in 1811. Fair, soulless Undine loves a mortal knight but is pursued by her strange origin.

Lanier, Sterling

Hiero's journey. Chilton, 1973. 6.50; paperback, Bantam, 1973. 1.25

Hiero, telepathic priest in the year 7476, sets forth on a perilous journey to learn the lost powers of the ancients - the "wisdom" that existed before the Great Death which destroyed most of life. This socially-conscious fantasy has soul-attacking semi-humans, mental adepts working through the ancient insidious computers, expanding telepathy, devout protectors of the biosphere.

Le Guin, Ursula

Earthsea series:

A wizard of Earthsea. Parnassus, 1968. 5.50; paperback, Ace, 1970. .95

The tombs of Atuan. Atheneum, 1971. 5.50

The farthest shore. Atheneum, 1972. 6.25

The trilogy follows the life of Sparrowhawk - from boyhood, where he misuses his gift for magic and releases an evil force - to old age, where his hard-won wisdom must grapple with the destroyer of Magic. Engrossing and original fantasy with true substance.

Leiber, Fritz

Fafhrd and the Grey Mouser series:

Swords and deviltry. Ace, 1970. .95

Swords against death. Ace, 1970. .95

Swords in the mist. Ace, 1968. .95

The Swords of Lankhmar. Ace, 1968. .95

Swords against wizardry. Ace, 1968. .95

Adventures of Fafhrd (a barbarian giant with a sweet singing voice) and the Grey Mouser (an apprentice-wizard, small but clever); these two are the greatest swordsmen and most magnificent rogues in the world of Newhon, with its villains, supernatural creatures, and beautiful women. Funny and moving tales with more depth than most sword and sorcery.

Lewis, Clive Staples

Lewis (1898-1963) was a brilliant and witty scholar, a great Christian apologist, and an honest and charming human being. His spiritual autobiography, Surprised by Joy, tells of his reluctant conversion to Christianity and his delighted discovery of the then-forgotten works of George Macdonald. J. R. Tolkien and Lewis were great friends and often read one another's manuscripts. Lewis' works include literary scholarship, Christian ethics, and fantasy. During his lifetime, his most popular book was The Screwtape Letters, supposedly written to an apprentice devil learning the craft of temptations; his own favorite was the murky Till We Have Faces; however, he will probably be remembered best for The Chronicles of Narnia and the Ransom trilogy.

Lewis, Clive Staples

The Chronicles of Narnia. Macmillan, 1950-1956. 4.95 each; paperbacks, 1970. .95 each (boxed set, 6.95)

Although these were written as children's stories, they are increasingly being sought out by young adults. The world of Narnia abounds with mythological creatures ruled over by the great and wise lion, Aslan. The Chronicles may be read for their allegorical implications or simply as rousing good stories.

Order of publication: The lion, the witch, and the wardrobe. Prince Caspian. The voyage of the Dawn treader. The silver chair. The horse and his boy. The magician's nephew. The last battle.

Internal chronology: The magician's nephew. The lion, the witch, and the wardrobe. The horse and his boy. Prince Caspian. The voyage of the Dawn Treader. The silver chair. The last battle.

Lewis, Clive Staples

The Ransom trilogy:

Out of the silent planet. 1938; Macmillan, 1943. 4.95; paperback 1.25

An English professor is unwillingly transported to another planet by two materialistic scientists. There he shares the peaceful lives of the hross (poets and philosophers in seal-like bodies) and encounters the sorns (tall, spindly thinkers) and the pfifltriggi (nervous insectlike mechanics and artisans). Ransom becomes instrumental in preserving the harmony and joy of this complete society.

Perelandra. 1943; Macmillan, 1968. 4.95; paperback 1.25

Ransom is sent by angel-like creatures to Venus, where he finds himself involved in a re-enactment of the Garden of Eden legend. On floating islands in a wine-colored sea he finds a green lady, who lives among a heraldic bounty of strange flowers and animals in wise and joyous innocence. Ransom must help her resist the intellectual temptation of the Unman.

That hideous strength. 1945; Macmillan, 1968. 5.95; paperback 1.50

The ultimate struggle between Good and Evil wakes Merlin from his magical slumber. Ransom, now transformed into a Christlike leader with a perpetual wound, has assembled an oddly assorted group who with Merlin's help prepare to do battle against

the diabolic power of the sadistically scientific and inhuman Institute.

Lewis, Clive Staples

Till we have faces. Harcourt, Brace, Jovanovich, 1957. 5.75; paperback, Eerdmans, 1964. 2.45

Retells the Greek myth of Cupid and Psyche from the point of view of Oruel, Psyche's ugly sister, who goes through the painful process of self-discovery; poignantly examines the concept of love against selfishness.

Lindsay, David

A voyage to Arcturus. 1920; Ballantine, 1973. 1.25

The hero, Maskall, is picked up by two characters from another world and transported to a planet under another sun, where he wanders among manlike beings and undergoes a series of mysterious transformations. Much purple prose and description with philosophy.

Lovecraft, Howard Phillips

At the mountains of madness. Arkham House, 1964. 6.50; Ballantine .95

The doom that came to Sarnath. Ballantine, 1971. .95

The Dunwich horror and others. Arkham House, 1963. 6.50

Bizarre, nightmarish, weird tales that merge fantasy with supernatural horror. Stories range from light, imaginative fantasy influenced by Dunsany to those in which ancient phantasmagoric creatures of evil appear from beyond space and time.

McCaffrey, Anne

Dragonflight. Ballantine, 1968. 1.25

In Pern's distant past, man and dragon formed an inseparable telepathic bond to fight off invading Threads; but now, amidst lethargy, only a few dauntless dragonmen and women pay heed to the ancient legends warning of imminent danger.

McCaffrey, Anne

Dragonquest. Ballantine, 1971. 1.25

The threat of extinction from Threads dealt with, Pern is wrought with bitter internal strife and dissention as new ways contend with ossified tradition.

MacDonald, George

The golden key. With pictures by Maurice Sendak. Afterword by W. H. Auden. N.Y., Farrar, Straus and Giroux, 1967. (First published 1906). 3.95

A slim and handsome volume ornamented with Sendak's charming pictures and an afterword by a distinguished poet. This edition does credit to the vivid and mystic images of two children who search the world for the keyhole to fit the magic golden key.

MacDonald, George

Lilith. 1895; Ballantine, 1969. 1.25; bound with Phantastes, Eerdmans, 1964. 3.45

Vane tries to save some innocent children from a wicked princess, while resisting the help and wisdom of a strange old man. Some readers may find this and other MacDonald stories hard to follow.

MacDonald, George

Phantastes. 1858; Ballantine, 1970. .95

In this dreamlike tale, twenty-one-year-old Adonos is visited by his dead grandmother, in the form of a tiny fairy woman, and is granted his secret wish for the land of books and dreams. He follows the spring rising in his own bedroom into a land of beauty, laughter, and danger.

Mason, David

The deep gods. Lancer, 1973. 1.25

The natives of Eloranar (our Antarctica) must leave their land as it grows colder. Into thi world (where sea creatures think and communicate like men) comes Daniel, a mind displaced from our century.

Meredith, George

The shaving of Shagpat. 1855; Ballantine, 1970. .95

A flowery "Oriental" tale: an unworthy clothier owes his power to one magical hair in his abundant locks. Dreadful ordeals await the barber who would shear him.

Merritt, Abraham

Dwellers in the mirage. 1932; Avon, 1973. .75; bound with The Face in the Abyss. Liveright, 1953. 6.95

During an archaeological expedition in the Gobi Desert, Leif is accepted by the remnants of an ancient tribe as a descendant of their religious leader in the cult of Khalk'ru. He escapes and attempts to forget this encounter. Some time later, in Alaska, he and an Amerind friend find a lost tropical valley inhabited by people of two antagonistic cultures - one of which is predecessor to the Khalk'ru cult.

Merritt, Abraham

The face in the abyss. 1931; Macmillan, 1961. .95; bound with Dwellers in the Mirage. Liveright, 1953. 6.95

Lost Atlantis in the Andes; a search for ancient gold; lust and greed against the forces of good (Nimir, the Face, against Adana, the Snake Mother).

Merritt, Abraham

The moon pool. Liveright, 1919. 6.95; paperback, Macmillan, 1961. 1.25

A chilling narrative of the Shining One that send you into another world, alien, unfamiliar, a world of terror, whose unknown joy is the greatest terror of all.

Merritt, Abraham

The ship of Ishtar. 1926; Borden. 4.95; paperback, Avon, 1973. .75

Kenton shatters a stone block sixty centuries old to discover the temple of a ship whose mysterious scents and sounds lure him to its deck and into the adventures of the Ship of Ishtar and its beautiful Sharane.

Moon, Sheila

Knee-deep in thunder. Atheneum, 1967. 4.95

In a land of talking animals, two human children join with small creatures to help the compassionate Old Ones against the Beasts' poison of hatred and fear. The sequel, Hunt Down the Prize (Atheneum, 1971. 6.50) shows the land dying of that poison. Journeys are very detailed, though insects and other "people" are nicely characterized.

Moorcock, Michael

The chronicles of Corum

The knight of the swords. 1971

The queen of the swords. 1971 (out of print, but recently available)

The king of the swords. 1971

The bull and the spear. 1973

The oak and the ram. 1973 (All Berkley. .75)

The sword and the stallion. 1974

The sword trilogy tells of a battle raging across the fifteen planes of reality. The main character is one of very few survivors of the invasion of the earth by the Mabden (or as we call them, Man). Prince Corum is caught in the battles between order and chaos personified. In later

books, he is called to the future to war against the mindless, world-destroying Cold Folk.

Moorcock, Michael

The silver warriors. Dell, 1973. .95

One of the Eternal Champion series (the first book, The Eternal Champion, 1970, is out of print). At every time of crisis in human history, there is a man who comes forth and is pivotal in the conflict, often deciding the battle; it is always the same man, reincarnated if necessary. A tragedy in many parts, depicting the life of a man who exists but to fight - not always winning, not even always on the side of good, just always fighting.

Moorcock, Michael

The stealer of souls. 1967; Lancer, 1973. 1.25

Elric is an albino wizard-warrior-king whose strength comes from his sword which devours the souls of those it slays. More than just an anti-hero - perhaps a villain? (Other Elric books - The Dreaming City, The Sleeping Sorceress, and Stormbringer - are now out of print, but Elric of Melibone is available from a British publisher, Hutchinson for L2).

Norton, Andre

Huon of the horn. Harcourt, Brace, 1951; out of print; paperback, Ace, .95

An adaptation of one of the Charlemagne legends. Huon, the young Duke of Bordeaux, is betrayed and eventually sent upon a nearly impossible quest. Well written, filling in the details of the legend nicely.

Norton, Andre

The jargoon pard. Atheneum, 1974. 6.95

Sequel to Year of the Unicorn. A magic belt transforms Kethan, a despised changeling of unrealized power, into a leopard; he must overcome his own beast-nature as well as hostile sorcery.

Norton, Andre

The Witch world series:

Witch world. Ace, 1963. .95

Web of the witch world. 1964; revised edition, Ace, 1972. .95

Three against the witch world. Ace, 1965. .95

Year of the Unicorn. Ace, 1965. .95

Warlock of the witch world. 1967; Tandem, London, 1970. .95

Sorceress of the witch world. Ace, 1968. .75

Spell of the witch world. DAW, 1972. .95 (Two novellas and a short story).

The crystal gryphon. Atheneum, 1972. 5.50; paperback, DAW, 1973. .95

Sword-and-sorcery tales with a strong feminine appeal, these books need to be read in sequence. Five books tell of the family of Simon Tregarth, a fugitive from our world who helps to defeat the technology of the mysterious Kolder and proves that not only the Women of Power can employ the forces of the mind. Year of the Unicorn and the last two books describe the adventures of young women (an orphan with strange perceptions, a warrior-maid, an affianced bride) in these feudal-seeming lands of fantastic races and pockets of crawling evil.

Pearce, Philippa

Tom's midnight garden. Lippincott, 1959. 5.25

Tom resents being sent away from home, his brother Peter and their holiday plans. But soon his resentment becomes anxiety: that ten days in his aunt's home won't be time enough to unravel the secret of a different time he has visited.

Post, Jeremiah B., ed.

An atlas of fantasy. Mirage Press, 1973. 20.00; paperback, 12.00

A collection of eighty-eight maps of imaginary lands mostly taken from the major works of fantasy, but including some oddities such as Slobbovia and the Gospel Temperance Railroad Map. Well worth the high price, both for reference and circulation.

Smith, Clark Ashton

Poseidonis. Ballantine, 1973. 1.25

These richly-woven tales (most of which appeared during the 1930's) and poems in traditional forms evoke distant or long-vanished regions of unspeakable beauty and terror. Here are fantastic journeys, dire spells, the dead who come once more. (One story, "The Venus of Azombeii," has slight racist elements). Other Ballantine collections of Smith's stories (recently in print) are Hyperborea (1971), tales of an ancient polar continent, and Xiccarph (1972), miraculous events on exotic planets.

Stasheff, Christopher

King Kobold. Ace, 1971. .75 (Recently in print, this is the sequel to The Warlock in Spite of Himself, now out of print).

In the future, on another planet, humanlike people are invaded by beastlike men with hypnotic powers. Ron Gallowglass, sent from an advanced civilization to see that democracy develops on this planet, is called in to help. He involves the witches, heretofore banished, in a plan to stop this Evil Eye. An old witch and warlock, their unborn son, and infiltrators from an anarchist and a fascist group add to the fun.

Swann, Thomas

The forest of forever. Ace, 1971. .60

A half-humorous yet poignant tale of a dryad and a minotaur in a wondrously-peopled forest of mythical Crete. Swann's legendary characters are treated with sympathy, sometimes with oversweet romanticism.

Thurber, James

The thirteen clocks. Simon and Schuster, 1950. 4.95

With dubious help from the Gloux, young Prince Zorn of Zorna tries to outmaneuver the cold, cruel Duke - killer of Time and uncle of

beautiful Princess Saralinda.

Thurber, James

The white deer. Harcourt, 1945. 4.95; paperback, Harcourt, 1968. .95

While his three sons vie for the hand of a nameless enchanted princess, King Clode ponders on whether she is a real princess or actually an enchanted deer. A humorous fairy tale.

Tolkien, John Ronald Reuel

The hobbit. Houghton, 1938. 4.95; paperback, Ballantine, 1973. 1.25

Adventures?..strictly taboo for a hobbit. But Bilbo is no ordinary hobbit. Unwillingly, he becomes the chosen burglar of Thorin Bakenshield and his twelve dwarves who are trying to recover their stolen treasure from Smaug, the Chiefest and Greatest of Calamities. Tolkien builds a spellbinding tale for readers of all ages, frees fantasy from the realm of the nursery and unleashes it on a hungry literary world.

Tolkien, John Ronald Reuel

The Lord of the Rings:

The fellowship of the ring

The two towers

The return of the king (First published 1954-5; each book now Houghton Mifflin, 1967. 7.50; paperback, Ballantine. 1.25)

If you are brave enough to follow Frodo the hobbit through the realm of Middle-earth, you'll experience adventure of the highest order, both of heroic deed and spiritual truth. An epic tale which recounts how this lowly hobbit of the Shire and his companions, representing the Free Peoples of Middle-earth, attempt to destroy the One Ring of Power, which holds the force of Eternal Darkness. Sorcerers, ringwraiths, hobbits, dwarves, and elves are incredibly real, and their explcits are related in depth.

Tolkien, John Ronald Reuel

The Tolkien reader. Ballantine, 1966. .95

Contains an important essay illustrating Tolkien's philosophy on fairy stories; a verse play; the story Farmer Giles of Ham; and Tolkien's poetic collection The Adventures of Tom Bombadil.

Walton, Evangeline

The children of Llyr. 1971

The song of Rhiannon. 1972

The island of the mighty. 1970; first published in 1936 as The Virgin and the Swine (this is the first volume to be published, but the third in reading order. A fourth is in preparation).

(All titles Ballantine. 1.25. The Song of Rhiannon is now in print. The Children of Llyr recently in print).

A more mature version of the Welsh Mabinogion legends on which Lloyd Alexander's Prydain Chronicles are based. Miss Walton selects heroic figures to highlight in each volume and through them traces the ancient days of the Welsh people from the time of Bran the Blessed and the Irish wars. She recounts the love and afflictions of Rhiannon from the Bright World and Manawyddan, Bran's brother; and the war between Math the Ancient and Pryderi, Lord of Dyved. Enticing story and fine characterization make this series very readable; symbolism runs throughout but does not dominate the action.

Wheeler, Thomas Gerald

Loose Chippings. Phillips, 1969. 4.95; paperback, Avon, 1971. .75

On an English country road, an American professor chooses a turnoff marked "Loose Chippings" (meaning "soft shoulder") and finds a quiet town which may be Arthur's Avalon.

White, Terence Hanbury

The once and future king. Putnam, 1958. 7.95; paperback, Berkeley. 1.25 (The first three parts - The Sword in the Stone, The Witch in the Wood, and The Ill-Made Knight - were first published separately between 1939 and 1940. The Sword in the Stone is now available separately, Putnam, 6.95, or in paperback, bound with The Once and Future King, Part One, Dell, .75).

How Merlin the magician came into King Arthur's life when the latter was a young boy and stayed with him through most of his life as tutor and adviser. This book also includes the story which was the basis for the movie Camelot. A good book with much humor, though lengthy at times.

Zelazny, Roger

Jack of Shadows. New American Library, 1971. .75

Jack of Shadows pursues a vendetta over a world half of light and science, half of darkness and magic.

Zelazny, Roger

Lord of light. 1967; Avon, 1971. .95

On a distant planet, men who have seized control of technology rule as powerful immortal gods of the Hindu Pantheon. Then one who assumes the role of Buddha challenges the ways of Heaven.

Zelazny, Roger

Nine princes in Amber. 1970; Avon, 1972. .75

The first of a series of novels about Amber, its royal family and their battles over succession to kingship. Not a medieval kingdom, but one coexistent with twentieth-century Earth (which plays a minor role); Amber has not developed technically but rather, mentally. In this book, Corwin fights Eric for their father's throne and loses through trickery, is blinded and imprisoned. This novel explores the idea of high-

level nontechnical development: telepathy, mind control, ability to regenerate parts of the body.

The sequel, The Guns of Avalon (Doubleday, 1972, 5.95 - recently in print), Corwin has regained his sight and escaped to plan his next assault. He begins his journey back to Amber, encountering and conquering the Circle of Evil in his path. This Circle is the result of his own curse against Eric. Corwin then battles Eric and wins; but an unexpected source of hatred challenges his power.

And For Your Further Quest

Beckford, William

Vathek. 1786; translated (from the French) by Roger Lonsdale, Oxford University Press, 1970. 5.75; paperback, 1971. 1.75

An eighteenth-century "Oriental" tale in the style of the Arabian Nights, in which the follies and impieties of the evil caliph Vathek carry him to his inevitable eternal punishment in the Palace of Subterranean Fire.

Cabell, James Branch

This American writer's tongue-in-cheek tales of a long-ago and never-was French province show how romance possessed becomes romance perished. Figures of Earth (1971; Ballantine, 1969. .95) tells the tale of young Manuel the pig-keeper, who strives to make a (clay) figure in the world, dispenses suitable illusions, loves magical ladies and seeks his heart's desire (he thinks).

Later, Manuel becomes a great Count, with nine barons united under him as the Fellowship of the Silver Stallion. When Manuel disappears each of the barons goes his own way; The Silver Stallion (1926; Ballantine, 1969. .95) tells of their separate adventures in the province of Poictesme.

Domnei (1920; facsimile edition, Books for Libraries, 9.50; Ballantine, 1972. 1.25) is an archaic-sounding romance (with suitable scholarly paraphernalia) of Manuel's daughter Melicent and her lover, long sundered by cruel fate. In the short companion story, "The Music from Beyond the Moon," included in the Ballantine edition, a minstrel searches for the fearful and glamorous Ettarre-only too successfully.

And The Cream of the Jest (1917; edited by Joseph M. Flora, College and University Press, 1973. 6.50; paperback, 2.95; Ballantine, 1971. 1.25): the dull modern creator of Poictesme finds a talisman which sends him on dream adventures with the glorious, unattainable Ettarre. There is a prosaic explanation - but the results are not what you would expect!

Eddison, Eric Rucker

The worm Ouroboros. 1926; Ballantine, 1970. 1.25

On a green, hospitable Mercury that never was, courtly "demons" and witch-people battle for supremacy through military might, supernatural powers, and a fearful quest. And - like the legendary serpent who devours its own tale - the story ends exactly where it began.

Lessingham, who visits this Mercury in dream, is not really a participant in the war on Mercury: but he is the pivotal figure of Eddison's more complex Mezentian stories, which portray a polished, sensual and ruthless Renaissance-like society in a magical world coexisting with (and sometimes touching) our early twentieth-century world. In fact - at a famous Fish Dinner in Memison (1941; Ballantine, 1970. 1.25), King Mezentius creates our world as an after-dinner pastime, to entertain his gentle mistress Amalie, their son and his wondrous, terrible mistress Fiorinda (whom our world names Aphrodite, and who in these stories inhabits more than one body).

After his death in our world, Lessingham (King Mezentius' alter ego) lives on as a young nobleman of the Mezentian world, partaking of love, political intrigue, and war (Mistress of Mistresses, 1935; Ballantine, 1967. .95).

The Mezentian Gate (1958; Ballantine, 1971. .95) consists of material unfinished at the author's death; many chapters are mere outlines, but the book lays out the whole of King Mezentius' life (loves, public events, dynastic feuds) and helps the reader see the complete plan of the stories.

E. R. Eddison's books are for those who wish to savor rich and ornate language evoking another reality, rather than for those in search of a fast-moving story.

Hodgson, William Hope

The night land. 1912; Ballantine, 1972. 2 volumes, 1.25 each

The hero travels a sunless, horrifying future world to rescue the reincarnated love whom he has found through telepathy. Excellent sense of place, despite highly exotic language and tiresome love scenes.

Morris, William

Morris (1834-1896) was an English poet, romance-writer, craftsman, printer, and socialist. His early and intense interest in archaeology grew into a love of medieval chivalry, old Gothic churches and the like. He worked in design of almost everything imaginable, from churches and houses to the illumination of manuscripts. In his books The Dream of John Ball and News from Nowhere he created an atmosphere in which the machine was replaced by the craftsmen who no longer were moneygrubbers. He founded the Kelmscott Press and produced many beautiful books in addition to designing three type faces and producing fine paper.

Morris, William

The sundering flood. 1898; Ballantine, 1973. 1.25

This romance of olden times, told in archaic language, begins when the two young people, Osberne and Elfhild, are only twelve years old; they live on opposite sides of a raging river, one that has never been crossed at that spot. The story is Osberne's: his encounters with the dwarfs and with Steelhead, a mysterious man who gives him a magic sword and the strength to wield it. He grows to maturity, using his gifts wisely, overcoming the negative features of his stingy grandfather. Becoming famous in battle, he then goes off to seek Elfhild.

Morris, William

The water of the wondrous isles. 1897; Ballantine, 1971. 1.25

An interesting book with a dynamic, fearless heroine! This is the story of Birdalone, a young woman raised by a witch, from whom she escapes by taking her magic boat. She visits enchanted islands, where she meets three captured ladies who send her for their beloved knights. So begins a series of adventures including the battles of the knights, the love of Birdalone for one of the knights, and her meeting with her real mother.

Morris, William

The well at the world's end. 1896; Ballantine, 1973. 2 volumes, 1.00 each

The desperate adventures of the king's youngest son in his search for the Well at the World's End. The writing style is beautiful - simple in feeling yet rich in detail. One of the greatest of all fantasies.

Morris, William

The wood beyond the world. 1894; Ballantine, 1969. 1.25; Dover, 1972. 3.50

On a sea voyage, young Walter is stranded in a strange land inhabited by one civil man, who tells him of a dangerous wood nearby. Remembering some strange visions, Walter enters the wood. He encounters an evil, ugly dwarf, a beautiful but guileful Mistress, an intriguing Maid, and a king's son. In time, Walter and the Maid must flee for safety.

Peake, Mervyn

The Gormenghast Trilogy:

Titus Groan. 1946

Gormenghast. 1950

Titus alone. 1959 (All Ballantine, 1973. 1.25 each; boxed set 3.75)

There are no real magical or legendary elements in these romances about the ruling family of the doom-haunted, ritual-laden castle of

Gormenghast. Titus Groan and Gormenghast tell of persons and events (sometimes comic, often pathetic or tragic, always remarkably vivid) surrounding the heir Titus as he grows from infancy to early manhood. Here are the melancholy-mad Earl Sepulchrave; his Countess, always surrounded by a sea of white cats; their dark, wild daughter, Fuchsia; the cold-hearted Steerpike, who creeps and kills his way to power. Titus Alone describes the youth's adventures in an equally ugly and meaningless twentieth-century world beyond his realm.

Williams, Charles
All Hallows' Eve. 1945; paperback, Noonday. 3.45, and Avon, 1969. 1.45
Coexistent with modern secular cities is the timeless city of the dead, both blessed and damned, over which a magician seeks power. Some difficult theology.

Williams, Charles
Descent into hell. 1937; paperback, Eerdmans, 1965. 2.45
As residents of an English town rehearse a pastoral play, individual men and women choose love and involvement or the hell of self-love. A fear-haunted girl flees her doppelganger; a scholar yields to the false beauty of a demon.

Williams, Charles
The greater trumps. 1932; Avon, 1969. 1.45
A unique tarot pack is coveted by men of gypsy extraction who discern its power over universal forces. The personalities in this novel are exceptionally interesting.

Williams, Charles
Many dimensions. 1931; Eerdmans, 1965. 2.95
In modern London appears the Stone of Solomon, desired by many because of its control over matter, space, and time.

Williams, Charles

The place of the lion. 1931; Eerdmans, 1965. 2.45

Perhaps the most difficult of Williams' novels. Universal ideals, embodied in animal forms, possess human beings according to their various natures.

Williams, Charles

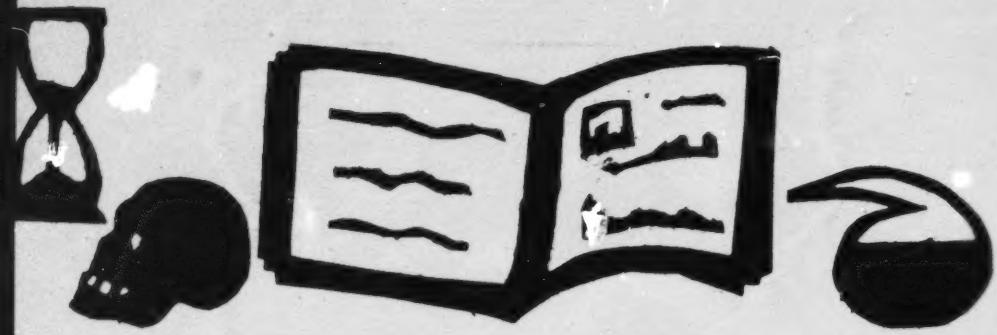
Shadows of ecstasy. 1933; Eerdmans, 1965. 2.45

England is invaded by a passionate and proselytizing Africa, led by an Englishman who claims to have the secret of immortality. Some doubt this man, some hate him; others believe and adore.

Williams, Charles

War in heaven. 1930; Eerdmans, 1965. 2.45

The Holy Grail, discovered in an English church, is sought by good and evil human beings; an unknowing woman and child are endangered by the battle.



ADDENDA

Cooper, Susan

Greenwitch. Atheneum, 1974. 5.50

Will and the Drew children meet, and another agent of the Dark appears, as Trewissick prepares the Greenwitch - a leaf-decked image cast yearly into the sea. The spquel will be The Grey King.

Mirrlees, Hope

Lud-in-the-Mist. 1927; Ballantine, 1970. .95
(Just reprinted)

The people of Lud-in-the-Mist are simple, hard-working, businesslike and respectable; but to the west of them lies the realm of madness, dreams, poetry and magic. An emotional crisis arises when some of the young people of Lud eat some fairy fruit which has floated down the river from the magic land.

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Fantasiae: The Monthly Newsletter of the Fantasy Association, Box 24560, Los Angeles, Calif. 90024

Merla, Patrick. "What Is Real? Asked the Rabbit One Day," Saturday Review of the Arts, LV (November 4, 1972), pp. 43-50.

Mythlore, published by the Mythopoeic Society, Box 24150, Los Angeles, Calif. 90024

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